HAG DRAGON

Before you stands a draconic creature reminiscent of a true dragon, but twisted with dark fey magic. A singular orange orb occupies a massive eye socket in the middle of this creature's head, pushing its two smaller vestigial eyes to either side. Its scales are a mottled medley of brown and yellow hues. Surrounding the creature is an air of the arcane, and as the creature draws breath, you feel a chill run down your spine.

Fey Magic. Hag dragons are created by powerful hag covens. The hags enact a ritual using a dragon egg of any variety to create a twisted abomination much more dangerous than any true dragon. Once the ritual is complete, the egg hatches and a hag dragon wyrmling is born. It may have some features reminiscent of the dragon egg's original species, but they are simply a vestigial remnant of the creature's original form.

Timeless. Unlike other dragons, hag dragons do not age with the passage of time. They would theoretically remain as wyrmlings forever if it weren't for the uncanny magical abilities they possess. Hag dragons can only grow up by absorbing the remaining years of other creatures. By making use of their breath weapon, they not only cause other creatures to age rapidly, but allow themselves to grow incredibly fast. Unlike many other creatures, dragons only seem to get more powerful as they age, so as the hag dragon increases its age it becomes incredibly dangerous in a short amount of time. Many hags seek to exploit this trait by keeping hag dragons young and easy to control, however, once a hag dragon is capable of breaking free from its creators it often does so in violent fashion if it was not treated with respect.

Covens. While hag dragons are incredibly rare, it has been theorised that should a group of them ever come together and agree to cooperate, they could form a

coven. In much the same way a group of hags in a coven become powerful in the extreme, a coven of hag dragons would surely be capable of casting earth shattering rituals. Should such a coven ever arise, it could spell doom for entire kingdoms if left unchecked.

The Dragon's Lair

Hag dragons often make their homes in acrid swamps, murky forests, or other dingy places far removed from the light of day. Often they inherit or share their lair from the hags who create them.

Lair Actions

On initiative count 20 (losing initiative ties), the dragon takes a lair action to cause one of the following effects; the dragon can't use the same effect two rounds in a row:

- Thorny vines jut out from the mud and muck in an attempt to strangle enemies of the dragon. Up to 3 creatures the dragon can see must succeed on a DC 13 Dexterity saving throw. A creature that fails the save is grappled (escape DC 13) and takes 4 (1d8) piercing damage at the start of each of their turns as long as they remain grappled.
- All creatures in a 15 foot area the dragon can see are filled with an overwhelming sense of despair as they see visions of their own lives being ripped away. They must succeed on a DC 13 Wisdom saving throw or take 7 (2d6) psychic damage.
- A mushroom cap explodes, sending arcane spores towards a single target who must succeed on a DC 15 Dexterity saving throw or have the bioluminescent spores cling to their body. Attacks made against a spore-covered creature have advantage for 1 minute or until a creature uses an action to scrape the spores off.

Regional Effects.

Sometimes the region containing a legendary hag dragon's lair is warped by the dragon's magic, which creates one or more of the following effects:

- Creatures within 12 miles of the dragon's lair age at twice the normal rate, adding the lost lifespan to that of the dragon.
- Many wild animals within 3 miles of the dragon's lair, especially frogs, snakes, and other small fauna, mutate to have one massive eye in their skull instead of two. The dragon can use an action to see through the large eye of any of these creatures.
- The area within 6 miles of the dragon's lair is lightly obscured by an orange haze.

If the dragon dies, creatures age at a normal rate instantly and their lost lifespan is returned, mutated wild animals maintain their mutations, but all future offspring return to normal, and the haze disperses over one day.

Covens.

A coven of hag dragons consists of three hag dragons in cooperation. When all members of the coven are within 60 feet of one another, they can cast the following spells by using an action, sharing spell slots.

1st level (4 spell slot) - *Fog Cloud, Hideous Laughter*
2nd level (3 spell slot) - *Crown of Madness, Darkness, Locate Object, Wither and Bloom*
3rd level (3 spell slot) - *Animate Dead, Counterspell*
4th level (3 spell slot) - *Arcane Eye, Confusion, Charm Monster*
5th level (3 spell slot) - *Animate Objects, Cone of Cold, Mislead*
6th level (2 spell slot) - *Eyebite, Move Earth*
7th level (2 spell slot) - *Finger of Death, Forcecage*
8th level (1 spell slot) - *Control Weather, Horrid Wilting, Maddening Darkness*
9th level (1 spell slot) - *Imprisonment, Mass Polymorph, Time Stop, True Polymorph, Wish*

Hag Dragon Wyrmling

Medium Dragon (Fey), Typically Neutral Evil
Armour Class 17 (natural armor)
Hit Points 39 (6d8 + 12)
Speed 30 ft., fly 60 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	14 (+2)	10 (+0)	11 (+0)	14 (+2)

Saving Throws DEX +4, CON +3, WIS +2, CHA +3
Skills perception +4, stealth +4
Damage Immunities acid, poison
Condition Immunities poisoned
Senses darkvision 60 ft., truesight 10 ft., passive perception 14
Languages Common, Draconic, Sylvan
Challenge 3 (700 XP)
Proficiency Bonus +2

Amphibious. The dragon can breathe air and water.

***Mimicry*.** The dragon can mimic animal sounds and humanoid voices. A creature that hears the sounds can tell they are imitations with a successful DC 13 Wisdom (Insight) check.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (1d10 + 2) piercing damage plus 3 (1d6) necrotic damage.

Time Inhalation (Recharge 5-6). The dragon inhales life force in a 15-foot cone. Each creature in the area must make a DC 11 Wisdom saving throw, taking 22 (5d8) necrotic

damage on a failed save, or half as much damage on a successful one. If the save fails by 5 or more the creature is frightened of the dragon for 1 minute and it ages 1d4 x 10 years. A frightened target can attempt a DC 11 Wisdom Saving Throw at the end of each of its turns, ending the frightened condition on itself on a success.

***Intellect Extraction*.** The dragon targets one creature it can see within 30 feet. The target must make a DC 13 Intelligence Saving Throw. On a failed save, the dragon learns one fact or secret about the creature. If the target fails their save by 5 or more, the information stolen by the dragon is lost to them until they are reminded of it.

Young Hag Dragon

Large Dragon (Fey), Typically Neutral Evil
Armour Class 18 (natural armor)
Hit Points 142 (15d10 + 60)
Speed 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	18 (+4)	12 (+1)	11 (+0)	16 (+3)

Saving Throws DEX +5, CON +7, WIS +3, CHA +6
Skills perception +6, stealth +5
Damage Immunities acid, poison
Condition Immunities poisoned
Senses darkvision 120 ft., truesight 30 ft., passive perception 16
Languages Common, Draconic, Sylvan
Challenge 8 (3,900 XP)
Proficiency Bonus +3

Amphibious. The dragon can breathe air and water.

***Mimicry*.** The dragon can mimic animal sounds and humanoid voices. A creature that hears the sounds can tell they are imitations with a successful DC 15 Wisdom (Insight) check.

Actions

Multiattack. The dragon makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage plus 4 (1d8) necrotic damage.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Time Inhalation (Recharge 5-6). The dragon inhales life force in a 30-foot cone. Each creature in the area must make a DC 14 Wisdom saving throw, taking 49 (11d8) necrotic damage on a failed save, or half as much damage on a successful one. If the save fails by 5 or more the creature is frightened of the dragon for 1 minute and it ages 1d6 x 10 years. A frightened target can attempt a DC 14 Wisdom Saving Throw at the end of each of its turns, ending the frightened condition on itself on a success.

Intellect Extraction. The dragon targets one creature it can see within 30 feet. The target must make a DC 15 Intelligence Saving Throw. On a failed save, the dragon learns one fact or secret about the creature. If the target fails their save by 5 or more, the information stolen by the dragon is lost to them until they are reminded of it.

Adult Hag Dragon

Huge Dragon (Fey), Typically Neutral Evil
Armour Class 19 (natural armor)
Hit Points 212 (17d12 + 102)
Speed 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	14 (+2)	22 (+6)	14 (+2)	13 (+1)	18 (+4)

Saving Throws DEX +7, CON +11, WIS +6, CHA +9
Skills perception +11, stealth +7
Damage Immunities acid, poison
Condition Immunities poisoned
Senses darkvision 120 ft., truesight 60 ft., passive perception 21
Languages Common, Draconic, Sylvan
Challenge 15 (13,000 XP)
Proficiency Bonus +5

Amphibious. The dragon can breathe air and water.

Mimicry. The dragon can mimic animal sounds and humanoid voices. A creature that hears the sounds can tell they are imitations with a successful DC 19 Wisdom (Insight) check.

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 17 (2d10 + 6) piercing damage plus 6 (1d12) necrotic damage.

Claw. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage.

Tail. Melee Weapon Attack: +11 to hit, reach 15 ft., one target. Hit: 15 (2d8 + 6) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 16 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Time Inhalation (Recharge 5-6). The dragon inhales life force in a 90-foot cone. Each creature in the area must make a DC 18 Wisdom saving throw, taking 54 (12d8) necrotic damage on a failed save, or half as much damage on a successful one. If the save fails by 5 or more the creature is frightened of the dragon for 1 minute and it ages 2d4 x 10 years. A frightened target can attempt a DC 18 Wisdom Saving Throw at the end of each of its turns, ending the frightened condition on itself on a success.

Intellect Extraction. The dragon targets one creature it can see within 30 feet. The target must make a DC 19 Intelligence Saving Throw. On a failed save, the dragon learns one fact or secret about the creature. If the target fails their save by 5 or more, the information stolen by the dragon is lost to them until they are reminded of it.

Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (perception) check.

Tail Attack. The dragon makes a tail attack.

Extract Intellect (Costs 2 Actions). The dragon uses *intellect extraction*.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 19 Dexterity saving throw or take 13 (2d6 + 6) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

Summon Spirits (1/Day) (Costs 3 Actions). The dragon summons the souls of creatures it has slain previously using its breath weapon causing 2d4 *ghosts* to appear anywhere within 60 feet of the dragon. If the dragon is killed the ghosts disappear

Ancient Hag Dragon

Gargantuan Dragon (Fey), Typically Neutral Evil
Armour Class 22 (natural armor)
Hit Points 388 (21d20 + 168)
Speed 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	14 (+2)	26 (+8)	16 (+3)	15 (+2)	22 (+6)

Saving Throws DEX +9, CON +15, WIS +9, CHA +13
Skills perception +16, stealth +9
Damage Immunities acid, poison
Condition Immunities poisoned
Senses darkvision 120 ft., truesight 120 ft., passive perception 26
Languages Common, Draconic, Sylvan
Challenge 22 (41,000 XP)
Proficiency Bonus +7

Amphibious. The dragon can breathe air and water.

***Mimicry*.** The dragon can mimic animal sounds and humanoid voices. A creature that hears the sounds can tell they are imitations with a successful DC 19 Wisdom (Insight) check.

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +15 to hit, reach 15 ft., one target. *Hit:* 19 (2d10 + 8) piercing damage plus 13 (2d12) necrotic damage.

Claw. *Melee Weapon Attack:* +15 to hit, reach 10 ft., one target. *Hit:* 15 (2d6 + 8) slashing damage.

Tail. Melee Weapon Attack: +15 to hit, reach 15 ft., one target. Hit: 17 (2d8 + 8) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 19 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Time Inhalation (Recharge 5-6). The dragon inhales life force in a 120-foot cone. Each creature in the area must make a DC 22 Wisdom saving throw, taking 54 (12d8) necrotic damage on a failed save, or half as much damage on a successful one. If the save fails by 5 or more the creature is frightened of the dragon for 1 minute and it ages 2d4 x 10 years. A frightened target can attempt a DC 22 Wisdom Saving Throw at the end of each of its turns, ending the frightened condition on itself on a success.

Intellect Extraction. The dragon targets one creature it can see within 30 feet. The target must make a DC 23 Intelligence Saving Throw. On a failed save, the dragon learns one fact or secret about the creature. If the target fails their save by 5 or more, the information stolen by the dragon is lost to them until they are reminded of it.

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